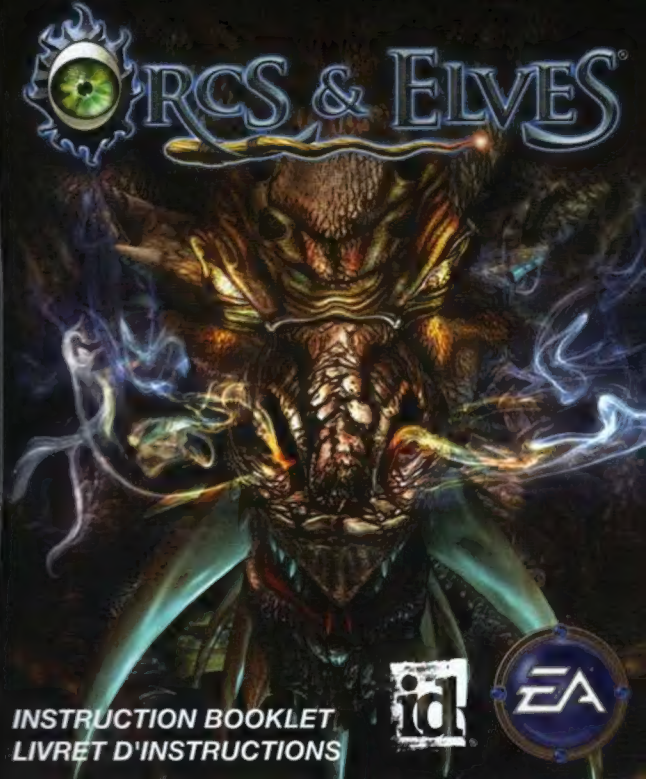


EmuMovies

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NINTENDO DS™



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



**Rumble Pak
Compatible
(sold separately)**

**THIS GAME IS COMPATIBLE WITH
THE RUMBLE PAK ACCESSORY.**

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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Nintendo®

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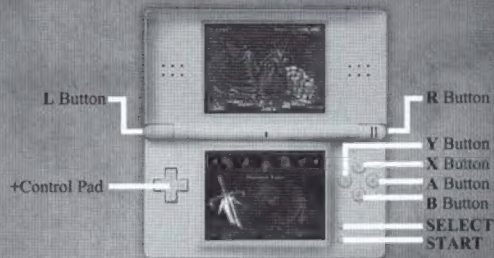
Starting The Game

Nintendo DS™

1. Turn OFF the Power Button on your Nintendo DS™ system. Never insert or remove a Game Card when the power is ON.
2. Insert the *Orcs & Elves*™ Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button. The Legal screen appears.
4. When the Title screen appears, touch the Touch Screen to advance to the Main menu.



Complete Game Controls



Walk/Turn

Attack/Talk/Use item

Open tool belt/Back

Defer turn

Switch weapons

Strafe left/right

View map

Game Menu System

+Control Pad

A Button

B Button

Y Button

X Button

L Button/R Button

SELECT

START

Note: You can also use the Touch Screen to perform these actions.

Introduction



ou are the son of the legendary Elven adventurer Eol and the Valkyrie Fraiga. Your father has gifted you with a rare and powerful magic wand named Ellon, a sentient weapon capable of communication. Now, as a young man, you've set your own course for adventure with Ellon as your constant guide and companion.

Your journey begins when Ellon receives an unexpected and cryptic message. You both believe this message is from King Brahm, a close friend of your father's and the ruling king of the ancient Dwarven citadel at Mount Zharrkarag. Though perplexed at the lack of detail in the message, you feel compelled to travel to Mount Zharrkarag and meet with the king.

Upon arrival, what you discover is that things are worse than you expected. It appears that a band of Orcs has overrun the place, wreaking havoc and leaving destruction in their wake, and your wand Ellon has mysteriously diminished in strength. Worst of all, King Brahm is nowhere to be found.

With Ellon as your guide, search out the missing king and get to the root of the mystery of what happened to Brahm Hall.



Introduction

Main Menu

From the Main menu you can start a new game, continue a previously saved game, or get gameplay help.

- New Game** Select a difficulty level (see below), then begin the adventure.
- Continue** Select one of three saved games (if available), then get back into the thick of things.
- Help** View helpful information about the game, legal notices, and game credits.

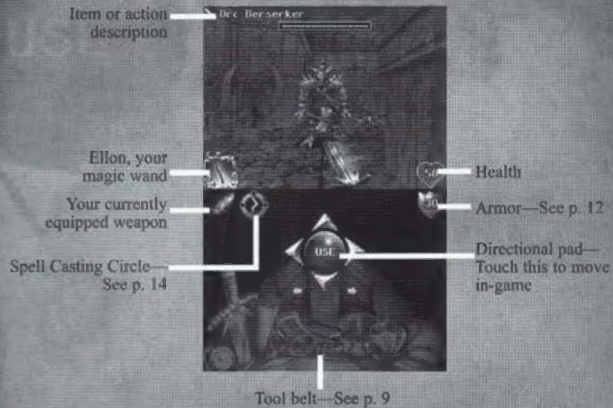
Difficulty Settings

Choose from one of three difficulty settings: NORMAL, DIFFICULT, and NIGHTMARE.

- Normal** A challenging gameplay experience for most. Be sure to heed special warnings and help messages throughout the game.
- Difficult** An extremely challenging experience. Heeding special warnings and help messages may be the crucial difference between life and death.
- Nightmare** Suggested only for the hardcore gamer who craves an extreme challenge.

Playing the Game

Game Screen

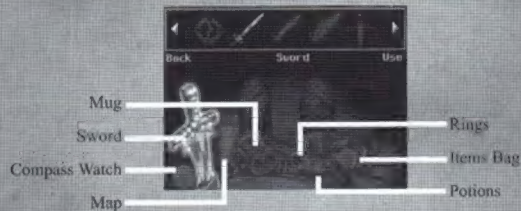


Playing the Game

Tool Belt

Everything you might need—from a weapon to wield to a potion to drink to a map of the dungeon around you—can be found on your tool belt. When you begin the game, you are equipped with a standard sword, leather armor, a keg of Elven ale, one small health potion, an heirloom ring given to you by your mother, and Ellon, your magic wand.

✦ Using an item on your tool belt takes one turn.



Playing the Game

Compass Watch

The Compass Watch is an out-of-game tool. From the Compass Watch you can save and load your game progress or peruse a variety of game and player status information.

- ✦ To open the Compass Watch, select the Compass Watch icon located at the bottom left corner of the Touch Screen. This brings up a menu with several options, **SAVE GAME** being the highlighted default choice. To make a selection, highlight an item and either touch the selected text on the Touch Screen or press the **A** Button.

Sword

Your weapons are stored here. At the beginning of the game, you are equipped with the following weapons: a standard sword and Ellon, your magic wand. As you find or purchase more weapons, they will be stored here.

- ✦ To change weapons, select the Sword icon, then highlight the weapon of your choice. To equip a weapon, touch **USE** on the Touch Screen or press the **A** Button.
- ✦ To view stats on each of your weapons, select the Sword icon, highlight the weapon of choice, and touch its name beneath its icon or press the **Y** Button.
- ✦ To view a list of weapons, see p. 15.

Note: To quickly change weapons, you can also press the **X** Button.

Map

The map provides a bird's eye view of the level—places you've been are white; places where you haven't are grey. The locations of entrances, exits, doors, and rune locks are all recorded on the map as well.

- ✦ To view the map, select the map icon on your tool belt or press **SELECT**.
- Tip:** If you find a map piece, it is added here.

Playing the Game

Mug

If you happen to find a tasty brew (Elven or Dwarven ale) on your journey, it is stored here. Ales offer a variety of effects, both positive and negative.

- ✦ To view your ales' stats, select the Mug icon, then highlight the icon of your desired ale and touch its name beneath the icon (or press the **Y** Button). To drink it, touch **USE** on the Touch Screen or press the **A** Button.

Rings

During your travels, you may come across one or more magic rings. Rings impart certain benefits to their wearer, such as accuracy, intimidation, or protection.

- ✦ To view your rings' stats, select the Ring icon. Highlight the icon of your desired ring and touch its name beneath the icon or press the **Y** Button. To wear it, touch **USE** on the Touch Screen or press the **A** Button.
- ✦ To view a list of rings, see p. 19.

Potions

Potions are elixirs that impart certain helpful effects that increase your ability to attack or defend yourself. There are potions available for everything from restoring health to becoming invisible.

- ✦ To view your collection of potions, select the Potion icon. Press the +Control Pad or the arrow buttons on the Touch Screen to scroll through your available options. To read a description of a potion's effects, highlight its icon, then touch its name on the Touch Screen or press the **Y** Button. To drink a potion, touch **USE** on the Touch Screen or press the **A** Button.
- ✦ To view a list of potions, see p. 18.

Playing the Game

Items Bag

Everything from your quest log to the loot you've found on your journey is stored in your items bag.

- ✦ To open the items bag, select the bag icon, then highlight the icon of your desired item. To equip the item, touch USE on the Touch Screen or press the A Button.

Shortcut: Select the Shield icon in the top right corner of the lower screen.



Armor Kits

Used to repair armor. (For more information, see p. 17.)



Quest Log

Your quest log stores your objectives and important information you've discovered (such as rune lock codes).



Other Loot

Items you've discovered that, as of yet, have no clear use.



Gold

Money you've collected throughout your journey. Gold can be found scattered about the levels, in treasure chests, or on the bodies of slain enemies. Use gold to barter with Gaya the dragon for useful items. (For more information, see p. 13.)



Armor

The type of armor you are presently wearing and its stats. (For more information, see p. 17.)

Armor

Armor possesses two traits that determine how much—and how long—it can protect you. **Deflection** is the measure of how much damage it prevents you from taking from a single attack. **Durability** is the total number of attacks your armor can take before it is no longer functional.

Playing the Game

- ✦ Your armor's durability rating appears inside the Shield icon on the upper right hand corner of the Touch Screen. When the number reaches zero, you must either repair your armor with an Armor Kit (see p. 17) or purchase new armor.

Note: For more information on types of armor you can wear, see *Game Items* on p. 17.

Bartering

When you are in Gaya the dragon's presence you have the option of trading gold and gems you have found in your travels for useful items. When you are ready to barter, a close-up of Gaya's treasures appears in the Touch Screen.

- ✦ To barter for weapons, touch the Sword icon. To barter for new armor or shield repair kits, touch the Shield icon. To barter for rings, touch the Rings icon. To barter for potions, touch the Potion icon.

- ✦ After selecting an item to purchase, the barter screen appears. If you do not wish to pay full price, you can haggle with Gaya for a good deal. But be warned: you don't want to insult Gaya by offering too little. Dragons are not to be trifled with.



Playing the Game

Spellcasting

Although very weak in the beginning of your quest, Ellon continues to gain strength as your journey continues. As he recovers, your ability to cast spells with his magic increases. Once a spell is available for you to use, it is stored in the Spells screen.

- ✦ To open the Spells screen, touch the Spells icon on the Touch Screen.
- ✦ To cast a spell, select its icon, then use the stylus to draw its rune on the Touch Screen.

Note: Casting spells is a powerful way to deal critical damage to an enemy, but the spells also have a price. After casting a spell, Ellon's power is seriously drained for a period of time.



Lightning

This spell produces a shocking blast of electricity.



Force

Use this spell to damage and shove enemies out of your way.



Fire

Unleash a devastating hail of fire with this spell. This fire will continue to burn and damage enemies for a number of turns.



Stun

This spell damages any opponent before temporarily stunning them.



Game Items

Weapons



Magic Wand

Your magic wand Ellon fires lightning bolts at enemies.
Note: Ellon's power depletes with each attack but slowly regenerates over time.



Vorpal Sword

A magic sword that slices through foes with unparalleled ease.



Sword

This standard sword can destroy enemies, cut down barricades, and smash treasure chests.



Abraxas the Warhammer

King Brahm's warhammer crushes anything in its path. Deliver a devastating strike to enemies in front of you and simultaneously inflict damage on any enemy adjacent to you.
Note: Abraxas uses the same magic energy as your wand and must regenerate after use.



Flaming Sword

Imbued with the Mystic Flame of Varloth, this sword is particularly effective against foes with an aversion to fire.



Medusa's Scroll

Many enemies who look upon this scroll are turned to stone for a period of time.

Game Items

Weapons



Dragon's Breath

A powerful artifact that spews fiery dragon's breath at nearby targets.



Phoenix Eggs

Flaming eggs that cause massive damage when lobbed at enemies.



Crossbow

The standard issue crossbow that launches arrows at foes.



Heavy Crossbow

A sturdier bow that inflicts greater damage.



Warbow

A powerful bow that can knock enemies back in addition to wounding them.



Crossbow Bolts

The ammunition needed to use any crossbow.

Game Items

Armor



Leather

The most basic type of protection you can use.



Chainmail

This flexible armor is made of interlinked metal rings and withstands more damage than leather armor.



Elven Chainmail

A form of chainmail imbued with Elven magic.



Dragonscale

A rare type of armor made of densely riveted dragon scales that provides unparalleled protection.



Armor Kit

A kit that repairs your armor's durability for 75 points.

Other Items



Gaya's Egg

One egg instantly restores all health and armor damage points, provides resistance to fire-based attacks, and offers a strength bonus to attacks.



Ale

Whether the Dwarven or Elven variety, ale offers a bonus to your strength and defense rating—at the expense of your accuracy.



Gem

Be it silver, red, or green, Gaya loves sparkling gems. Gift her with one and she will reward you with a special prize.

Game Items

Potions



Health

Restores your health by +40.



Large Health

Restores your health by +80.



Accuracy

Increases your odds of hitting an enemy +10 for 30 turns.



Defense

Provides a +10 bonus to your defense for 30 turns.



Strength

Increases your strength by +10 for 30 turns.



Haste

Allows you to perform two actions in one turn for 10 turns.
Note: Certain monsters can match your speed even while you are hasted.



Remedy

Provides immunity from negative effects (for example, poison or paralysis) for five turns.



Troll's Blood

Slowly regenerates your health +5 per turn for 30 turns.



Avoidance

Nullifies the next four attacks directed at you within 30 turns.



Invisibility

Conceals you from most enemies for 10 turns.



Champion's Brew

Increases your strength, accuracy, and defense +15 for 30 turns.



Parasitic Brew

Restores your health for the damage you inflict on an enemy each turn for 20 turns.

Game Items

Rings



Ring of Regeneration

Recovers health +2 per turn as long as you wear the ring.



Ring of Fortitude

Increases your maximum health by 50% while you wear it.



Ring of Defense

Increases your defense +25% while you wear it.



Ring of Intimidation

Offers one chance per attack to make your enemy flee in fear.
Note: Damaging your enemy further dissipates the spell effect.



Ring of Sarbok

Keeps you permanently intoxicated while you wear it.
Strength +10, Defense +10; Accuracy -15



Ring of Strength

Increases the strength of your attacks by 25% while you wear it.



Ring of Force

Increases the chance of knocking back an enemy during an attack.



Ring of Accuracy

Increases your accuracy +25% while you wear it.

Characters



Ellon the Magic Wand

This powerful and sentient wand is a weapon, a guide, a politician, and most of all, a friend. His allegiance is yours and your survival is his main goal. Use Ellon to blast enemies with lightning bolts, attack monsters with spells, but most importantly, use him as a guide.

Gaya the Dragon

An ancient beast full of fury and might, the copper dragon Gaya has no patience for the troubles of "little beings." Her affection for King Brahm, however, along with her great vanity and never-ending lust for precious gems, may be the keys to your success. Bargain with Gaya wisely and you may find her a powerful ally... cross her and you will find in her a terrible foe.



King Brahm

The legendary hero and king of the Dwarven people of Mount Zharrkarag is your father's best and most trusted friend. When your sentient wand receives a message, you know that you must journey to Zharrkarag to meet the king.

Characters



Abraxas the Warhammer

This warhammer is as old and as powerful as your wand Ellon. Forged by the same creator, the wand and warhammer have a mysterious connection. Should you be lucky enough to wield Abraxas, know that the weapon will damage and push a single monster back—or do likewise to multiple enemies when surrounded.

Were-rat

Thieves and lurkers by nature, Were-rats are amazingly quick. They search for opportunities to attack and hide, or steal and hide, whichever is most convenient at the moment.



Spider

These creepy crawly arachnids can poison you and slash you into bits. The worst part is they're huge!

Gargoyle

If you are lucky, you will only encounter Gargoyles as statues. These fearsome creatures aim to destroy all trespassers—which means you! *Tip:* The Medusa Scroll is particularly effective against Gargoyles.



Characters



Vaettir

This crafty race of dark elves is known to practice the dark arts. Many know not to trust them; nonetheless some civilizations are convinced that Vaettirs are peaceful beings. Letting your guard down around a Vaettir may be the last thing you ever do. Vaettirs can move and attack in a single turn, making them difficult targets.

Orc

These crude beasts are strong, but not very smart. However, what they lack in brains, they make up for in brute force. One Orc may not be a cause for concern, but a band of Orcs will make any veteran warrior weary. Orcs have two methods of attack: close up with an axe, or a bow and arrows at a distance.



Shadow

Shadows are eerie creatures with the power to raise the dead. Magical weapons are your best defense against Shadows.



Worg

Beasts of Hades, Worgs are extremely fast creatures and one of man's worst enemies. With their two heads Worgs can launch two simultaneous attacks in a single turn. Yet, like most furry creatures, they fear fire.



Characters



Slime

In a room filled with corpses, you will find that destroying Slime monsters will be a very difficult task. Dead bodies provide Slimes with health.

Tracker

A chameleon by nature, this foul beast blends in with its environment and will teleport away after an attack.



Troll

These brutes are extremely strong. Whether it's bashing you or knocking you around with a slam attack, you will feel the weight of this monster's attacks. You may want to attack Trolls from afar and hope that some of its regenerative blood is dropped when you vanquish it.

Wraith

Wraiths are evil incarnate. They will happily drain you of your health, status, and sanity. Keep remedy potions handy when attacking Wraiths—unless you want to become a useless mess.



Mimic

All treasure chests were not created equal. Beware, Mimics can move and attack in the same turn. Fortunately for you, they will not attack unless provoked.

Characters



Lava Monster

Made of pure lava, these creatures are resistant to fire and deadly when crossed.

Centipede

Centipedes are rare and vicious insects known to reside in Mount Zharrkarag. Other details are unknown.

Bruul

Nature unknown.

Kai'Laria

Nature unknown.

Saving & Loading

- + To save your game, press **START** during gameplay, then select **SAVE GAME**. Select a saved game slot, then select **SAVE**.
- + To load a game, select **CONTINUE** from the Main menu, or press **START** during gameplay, then select **LOAD GAME**. Select a saved game slot, then select **LOAD**.

Hints & Tips

- + Use your sword to destroy more than just enemies. Breaking chairs, tables, piles of rubble, or treasure chests may reveal hidden valuables.
- + Some enemies are resistant to fire, magical attacks, or other effects. If you are having trouble defeating one, try using a different weapon.
- + It's a good idea to ready a ranged weapon (like your wand or crossbow) before opening a door. Enemies have a way of popping up when you least expect it.
- + In order to get the best deal when bartering with Gaya the dragon, wait until her Mood meter (located on the top right corner of the screen when you are in her presence) is very high.
- + Moving boulders over geothermal vents can plug one, causing another nearby to spout.
- + Does every passage you've been down look like the one before it? Keep your map open on the Touch Screen to quickly determine where you're going and where you've been.
- + Keep an eye out for tips from Dwarves in the area or scrolls that you find—they may offer hints on the location of secret areas.
- + Be careful using Medusa's Scroll under the influence of Dwarven ale.

Limited 90-Day Warranty

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Package Cover Illustration: Kurt Miller

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